

### **<slave\_spec> Specification**

```
slave_spec ::= <hostname> | <slave> | <master>
```

A *slave specification* can be either a <hostname>, a <slave>, or a <master>.

A <hostname> is name of a system without the domain suffix. A slave specified by a <hostname> may not define any slave-specific server options, may not define any slave-specific screen options, may not define any slave-specific environment, and may use /dev/crt for the graphics device.

A <slave> indicates that a single system will operate as the slave, but the system requires some non-default behavior. A <master> indicates that a *set* of systems may operate as a single slave.

### **<slave> Specification**

```
slave ::=
    Slave
        Hostname <hostname>
        [ID <id>]
        [Device <device file>]
        [Type {2D | 3D}]
        [FastLanAddr <ip_addr>]
        [FastLanType {Public | Private}]
        [ServerOptions opt1 [val] ... optn [val]]
        [ScreenOptions opt1 [val] ... optn [val]]
        [Environment var1=val ... varn=val]
    End
```

The typical manifestation of a slave is a single-system slave. <slave> describes this case. All slave-specific options may be listed within the Slave...End tokens.

Hostname identifies the system name of the slave without the domain suffix.

ID is optional and is used if more than one slave is hosted on a single system. In

other words, if two Slave...End definitions have the same host listed in Hostname, ID is

required to uniquely identify the individual slaves. ID can be any value including digits and characters.

Device is *optional* and, if present, lists the path to the graphics device file. This is *required* if the target graphics device is *not* /dev/crt.

5       Type specifies whether or not the slave should be used for 2D or 3D rendering. Only one slave may be specified as the “2D” slave, or an error will result. The default value for this field is “3D”, therefore, only the 2D slave must be explicitly specified. FIG. 24 shows a couple of examples. The 2D slave is graphically displayed using the bold font and hash pattern.

10       FastLanAddr is *optional* and is used only if a Gigabit (or other equally capable network connection) is connected to the Slave. The value is an IP address in the form of x.x.x.x (e.g., 192.168.1.1).

15       FastLanType is *optional*. Its value is either Public or Private indicating whether or not the FastLanAddr is connected to a public or private network. If this value is Public, the OpenGL daemon will not attempt to use Multicasting.

      ServerOptions is *optional*. If present, the opt and opt val tokens describe X server ServerOptions that are specific to this slave.

      ScreenOptions is *optional*. If present, the opt and opt val tokens describe X server ScreenOptions that are specific to this slave.

20       Environment is *optional*. If present, the var=val tokens list environment variables that will be set prior to starting the slave.

      Reference is now made to FIG. 25, which shows a few examples of Slave Configurations.

## <master> Specification

```
master ::=
  Master
5      Hostname <hostname>
      [ID <id>]
      [Rows <rows>]
      [Cols <cols>]
      [Mode <mode>]
10     [SaveLayoutChanges {True | False} ]

      [<hostname> | <id>]
      [<hostname> | <id>]
      ...
15     [ServerOptions opt1 [val] ... optn [val]]
      [ScreenOptions opt1 [val] ... optn [val]]
      [Environment var1=val ... varn=val]
      End
```

Another manifestation of a slave is a multi-system configuration operating as a single slave. <master> describes this case. All master-specific options must be listed within the Master...End tokens.

Hostname identifies the system name of the master system without the domain suffix.

ID is optional and is only used if more than one master or slave is hosted on a single system. In other words, if two Slave...End or Master..End definitions have the same host listed in Hostname, ID is required to uniquely identify the individual slaves. ID can be any value including digits and characters.

Rows/Cols may be *required* if the Master is going to support a complex SLS/d configuration that is not Sv6 related. In other words, if this is a true SLS/d (logical screen used for increased screen real-estate), then these values describe the underlying screen space layout. If this Master is defining components for a Sv6, then Rows and Cols may be omitted.